

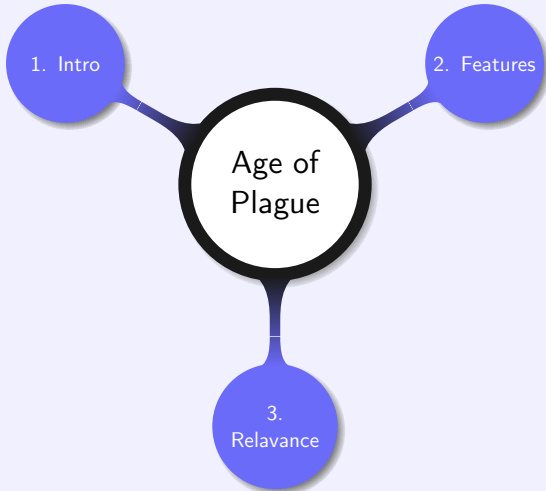


Silverfocs

Presents

# Age of Plague

A game by Team LJWZ (Li Jigang, Jia Hiafeng, Wei Zefang, Zhou Danyu)



# 1. Intro

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Background of our game:

- Year 2049, just after the World War III.
- About one million people survive the nuclear war.
- Society is reduced to city states due to the great war
- Strongly infectious and mutative plagues start to go wild all over the world

### Game Settings :

- Game classification: Trading Card Game (TCG)
- Player's identity: Governor of the city.
- Winning condition: Reach the minimum number of survivors of each levels after certain rounds.

In the game, there're

- 2 tutorial levels
- 3 levels representing three different cities.
- Another endless level for true game lovers.

## Age of Plague After the Apocalypse



Twenty-eight different cards in three categories



Construction cards



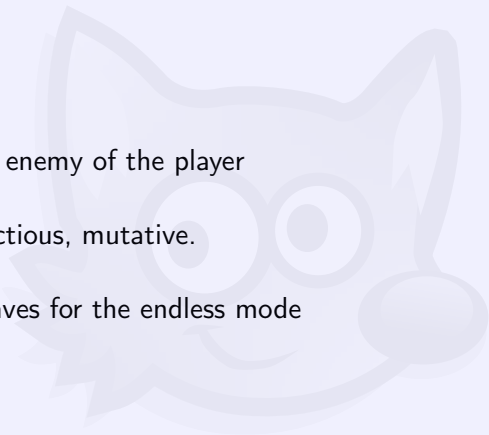
Anti-virus cards



Special cards

### Virus:

- The direct enemy of the player
- Fatal, infectious, mutative.
- Endless waves for the endless mode





## 2. Features

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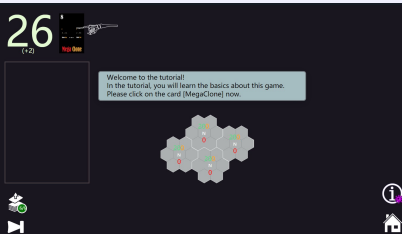
During the game, there're

- console: action of cards and warnings
- virus info panel: skills of virus, rule of spread, infect rate
- buttons: intuitive design



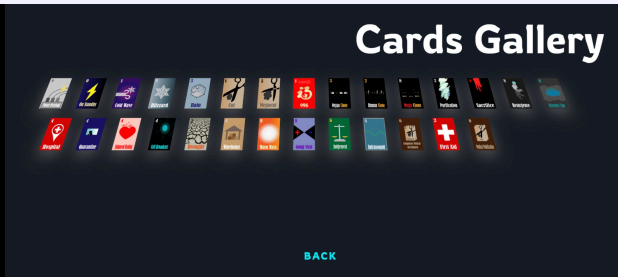
Before the formal levels,

- 2 Tutorial levels
- Comprehensive, non-compulsory
- Carefully designed guides and maps



For each card :

- Purely hand-make covers.
- Special sound effects when player plays them



For each of the three cities, there're 2 or 4 special cards

- City 1: Atlanta

**Special Tech** nano-virus

**Special cards** Defensive Line, Sacrifice, Going Viral, Judgement

- City 2: Amber

**Special Tech** clone

**Special cards** Mega Clone, Organ Clone, Resurgence, Purification

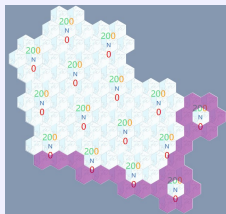
- City 3: St.Petersburg

**Special Tech** climate control

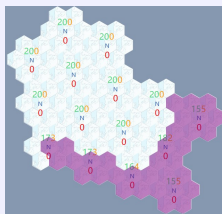
**Special cards** Blizzard, Drought

A special algorithm<sup>1</sup> to decide virus spreading

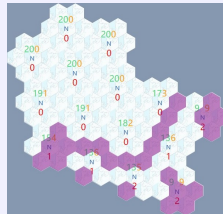
- Spread of virus seems smart and interesting
- On a small scale, easy to predict
- On a larger scale, hard to foresee all the changes



Stage 1



Stage 2



Stage 3

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<sup>1</sup>Conway's Game of Life

For each virus player may encounter, there are:

- 2 basic skills.
- 1 extra skill for each city
- 2 extra skills for endless mode



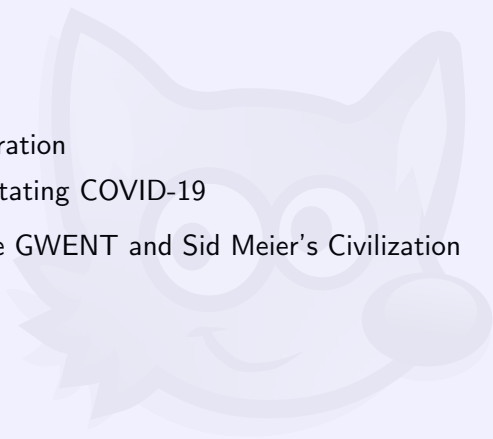
### 3. Relavance

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### Source of inspiration

- The devastating COVID-19
- Games like GWENT and Sid Meier's Civilization



Possible Moral dimensions:

- Some cards may risk other tiles to save a certain area
- The need to give up part of the city for players to enter higher levels
- Distribution of the insufficient medical resources



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Thank you!